THE CIRCUS

Teachers' Book

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THE CIRCUS

Circus fun for reception and middle infants.

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Programs and Documentation
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THE CIRCUS
BBC Models B, B+, MS128 & Compact   (Disc Based)
Age Group: Reception and Middle Infants

INTRODUCTION

The Circus is the first in a series of topic based programs for the infant school. It can be used either as the central theme for a topic on the Circus, to complement another topic, or simply in its own right. The disc includes five different programs which include a wealth of language and maths activities all based in "The Circus".

"Make a Circus" allows children to simply build up their very own circus on the screen and then make it perform! Jugglers juggle, Clowns clown, the band plays, in fact everyone does their piece! Screens can be saved at any time to be recalled at a later date.

"Clown Snap" is a beautifully simple game that very young children love. Matching the different shapes that make up the clowns face leads to a very pleasing reward!

"Custard" is a wicked game that can start children squealing with delight. Press your key for a snap in three different games matching pictures with words, numbers and colours and watch your custard pie grow. Losers had better beware!!   .

"The Strong Man" needs help! Children have to balance his weights in six different mathematical activities from one to one correspondence through to simple addition and subtraction.

"Circus Count" is a very simple counting program for children who are just beginning with numbers. Using the Circus pictures they simply have to match the number of pictures with the correct numeral.

The comprehensive Teacher Control Menu allows full adjustment of the programs.

All the programs have been designed not only to be educationally sound but also to be user friendly. You are told what to do on screen when you need to know. Throughout the programs a flashing blue question or instruction indicates that the computer needs some more information and anything in red shows the keys that can be pressed.

IMPORTANT NOTES

1. THE CIRCUS IS A DISC DRIVEN PACKAGE AND PROGRAMS ARE LOADED IN AND OUT OF THE COMPUTER AS THEY ARE NEEDED. YOU SHOULD LEAVE THE DISC IN THE DISC DRIVE AT ALL TIMES WHEN YOU ARE USING THE CIRCUS PROGRAMS.

2. PLEASE ENSURE THAT THE CAPS LOCK LIGHT IS ON AT ALL TIMES WHEN YOU ARE USING THE CIRCUS PROGRAMS. IF YOU CANNOT ENTER A NUMBER ON ANY OF THE MENUS IT SIMPLY MEANS THAT THE SHIFT LOCK KEY HAS BEEN PRESSED.

SPECIAL KEYS

There are a few keys that have special features and can be, or are, used throughout the program.

Press ....

ESCAPE at any time to quit the present activity and return to the previous menu. Pressing ESCAPE a number of times will always return you to the disc menu.

SPACE BAR whenever a space bar prompt is shown. For children space bar prompts are shown as a line of flashing stars:-

****

LOADING AND OPERATION

For the disc menu hold down the SHIFT key, press and release BREAK and then release the SHIFT key. After the Sherston Software logo the disc menu will be shown.

```
THE CIRCUS .... Disc Menu

1 Teacher Control
2 Make a Circus
3 Clown Snap
4 Custard
5 The Strong Man
6 Circus Count
7 The Circus Pictures
8 Run-Predefined Sequence

Type a number  ---
or CTRL and BREAK to finish
```

1 Teacher Control

This takes you to the teacher control menu.

2 Make a Circus

You may enter 1 to 3 although it is advisable to choose option 3 if you have not used the program before with children.

1 Start a new circus

On choosing this option you are presented with a colourful circus arena. The arena itself is empty but around the outside are the various circus characters, animals and circus equipment. In the bottom left hand corner there is a small rectangle. Using the cursor keys the child can move this around the outside of the arena and it will magically change into the character, animal or piece of equipment it is next to. The child can then take it into the arena and position it. Pressing the SPACE BAR will fix the position and return the rectangle in the bottom left hand corner. Pressing COPY will copy the animal, character or piece of equipment and then pressing the cursor keys again will produce another identical one to position somewhere else in the arena. This is extremely useful when building ladders etc. as it saves returning to the outside of the arena to pick up another piece.

Children can DELETE mistakes by taking the rectangle itself into the arena and pressing DELETE when it is over the place they want to rub out. We recommend that this facility is used with care as if a character is only partially rubbed out half of it may still want to take place in the performance!

The function keys will make the children's circus come to life.

Press..

f0 to make the audience cheer
f1 to play the circus tune
f2 to change characters colour
f3 to make the current character jump
f4 for the complete circus act
f5 to make the current character jump
f6 to make current character perform
f7 to move character to the left of the arena
f8 to move character to the right of the arena

A function key strip is provided to place underneath the perspex strip above the function keys.

There are few points worth noting about the use of the function keys.

a) When f3, f5 or f6 are pressed they only affect the current character being moved and will only work if the SPACE BAR has not been pressed to fix the position.

b) When f4 is pressed for the complete circus act only the last positioned character or animal of each type performs. (Left facing and right facing animals are counted as different). Therefore to get the best possible 'show' children should try to get as many different circus characters and animals in the arena.

Any circus that is created can be saved on disc to add to later or simply just to reload and play with. To save a circus you must have positioned your last character to get the rectangle into the bottom left hand corner (by pressing the SPACE BAR) and you should then press SHIFT and S.

SAVE PIC (Y/N) ? will appear at the bottom of the screen. N will return you to the rectangle. If you press Y you will be asked to enter a filename.

FILENAME =>
?

You should type in a name not longer than 7 letters and put a disc to save the circus picture on in the disc drive. You cannot save it on the circus disc as it is write protected and there is not enough room on the disc for a picture. Press RETURN when you are ready and the circus will be saved on disc. Don't forget to put the Circus disc back in the drive when you are finished.

To clear a circus screen you should press SHIFT and Q after pressing the SPACE BAR to return you to the rectangle. (This is very useful when children have only just started with the program and make a mistake)

Please note: You cannot position the left hand horse too close to the left of the arena, nor can you use the delete box to rub out on the bottom line of the arena as it will jump and change into the animal below!

2 Continue an old circus

Use this option to load in a circus that has been built and saved in option 1. You will be asked to place the required disc in the drive and to enter the filename. Type in the name, press RETURN and the circus scene will be loaded and displayed. The children can then continue to add more characters or simply make it perform by pressing the appropriate function keys. If more is added and you want to re-save the circus simply follow the procedure outlined above.

3 See instructions

This gives three pages briefly describing the uses of the various keys when making a circus.

3 Clown Snap

Clown Snap is a simple program to foster visual discrimination in the very young child. On choosing this option the program is loaded in and the instruction screen is shown.

```
Press  ESCAPE  for disc menu


CLOWN SNAP


Press SPACE  to change features
Press ANY KEY  for a SNAP
```

On pressing the SPACE BAR the screen shows a blank face on the left hand side of the screen. The child simply has to press the SPACE BAR to make a face appear on the right. Each time the SPACE BAR is pressed a different shaped face will be shown. When the two match the child should press any other key. If they are right they then have to match up the nose, mouth, eyes etc until they have two identical clowns on screen when they are given a pleasing reward.

If there is still time left within the allowed time limit they will be given another game, otherwise the instruction screen will be shown again. To get back to the disc menu simply press ESCAPE.

4 Custard

Before the game is loaded you will be shown the following menu.

```
Press ESCAPE for the disc menu
CUSTARD

1 Match words/pictures
2 Match numbers/sets
3 Match words/colours



      Type a number   ---
```

Select the type of snap you would like the children to play.

1) This puts a circus picture in one box and words in another.

2) This puts a set of circus pictures in the bottom box and a number in the top box.

3) Colours one box and puts a word in the other.

Having made your selection the program is loaded and the instruction screen shown.

```
Press  ESCAPE  for Disc Menu

CUSTARD

Player one     Press Z
Player two     Press M



      XXXXXXXXXXXXXXXXXXX
```

On pressing the SPACE BAR the game starts. The clowns have the letters that the children have to press on their trousers as a reminder. The children can build up a custard pie by correctly pressing for a snap. (If they press at the wrong time they will lose a bit, however once they have a plate it is not taken away from them) The first one to get a complete pie is the winner and the loser is in for a shock!

When the allowed time limit is up the instruction screen will be shown again. You can then let more children have a game or press ESCAPE to return to the disc menu.

5 The Strong Man

There are two menu's to get through before the game is loaded.

```
Press ESCAPE for the disc menu
STRONGMAN
1 With numbers on screen
2 Without numbers on screen


Type a number   ---
```

You should choose whether or not you want numbers displayed on the screen as the game is played. Whatever you choose will remain the current setting for all games of strongman until it is changed. (This includes any games set in a pre-defined sequence)

After choosing the setting you are given the option of continuing by pressing the SPACE BAR or going back to the disc menu by pressing ESCAPE. If you continue you will be shown the strongman games menu.

```
Press ESCAPE for the disc menu
STRONGMAN

1 Ascending match
2 Random match
3 Addition bonds
4 Subtraction bonds
5 Addition and Subtraction


Type a number   ---
```

You should choose the type of game you want the children to play and press RETURN.

On pressing the SPACE BAR the game is started and children have to try and balance the strongman's weights by pressing the SPACE BAR or DELETE. When they think they are balanced they should press any other key. If they are correct the strongman will lift the weights, if they are wrong they will tilt.

The game will continue until the allowed time limit is up when the instruction screen will be shown again.

6 Circus Count

```
Press  ESCAPE  for Disc Menu

CIRCUS COUNT

Press SPACEBAR to change number
Press ANY OTHER KEY for a match

    XXXXXXXXXXXXXXXXXXXXX
```

This is a very simple counting program for children who are just beginning with numbers. They simply have to match a set of circus pictures with the correct numeral by pressing the SPACE BAR the right number of times. When they have a match they should press any other key. If they are correct they will be given a visual reward. If they are wrong the number will be counted up for them. The game will finish when the allowed time limit is up.

7 The Circus Pictures

This displays all the pictures and words used in the Circus programs for the teacher to go through with the children before they start to use the rest of the circus programs. You should press the SPACE BAR for the next picture and ESCAPE when you want to return to the disc menu.

8 Run Predefined Sequence

This will start any pre-defined sequence you have entered using option 4 of the teacher control menu.

Teacher Control Menu

This allows full adjustment of all the programs.

```
Press ESCAPE for the disc menu
Teacher Control

1 Adjust Sound
2 Set Time Limits
3 Set Number Range
4 Pre-Select Children & Games
5 Further Instructions

Type a number  ---
```

You should enter a number between 1 and 5.

1 Adjust Sound

You can alter the sound volume by entering a number between 1(off) to 5 (loud). The computer will bleep when RETURN is pressed to show you how loud the setting is. When the program is first loaded the sound volume is set to 2.

2 Set Time Limits.

You can alter the amount of time that each child will be allowed at the computer. Please note that the time limit does not apply to 'Make a Circus'. When the program is first loaded this is set to 5 minutes.

3 Set Number Range

The number range (between 1 and 9) can be adjusted to suit the ability of the children who are using the programs. When first loaded the range is set to its maximum. ie 1 to 9. Please note that the computer will not allow you to enter a lowest number that is higher than the highest number! The number range shown applies to Custard with numbers, The Strongman and Circus Count.

4 Pre-Select Children & Games

```
Press ESCAPE for Teacher Control

Do you want to .....

1 Make a new list
2 Check/Alter an existing list
3 Instructions

Type a number  ---
```

1) This section allows you to enter the names of up to 8 sets of children to be called up to the computer and given a game of your choice. Please note that you can only specify Clown Snap, Custard, Strong Man or Circus Count to be played. On screen prompts are given when you are entering your selections.

2) This allows you to check or edit an existing list.

3) Gives further instructions on entering a pre-defined list.

5 Further Instructions
Selecting 5 on the teacher control menu will show you brief instructions about all of the Circus programs. To scan through them you should use the up and down cursor keys. Press ESCAPE when you want to return to the Teacher Control menu.

TEACHER'S NOTES
The Circus has been designed to be used with children between the ages of 4 to 7 years. We recommend going through the circus pictures and words with the children before they are allowed to play the games.

Although the Circus programs can easily be used in their own right ideally they should used in conjunction with a class topic.

Make a Circus and Clown Snap are always more valuable if two or three children are allowed to play together as a great part of their value is in the oral work and co-operation they can stimulate.

We have tried to make the circus programs as simple a possible for the children to use. Eg by pressing the SPACE BAR to change things and then any other key when the correct answer is shown. We have found that even very young children can cope with this and a helpful trick is to tell them to press the first letter of their name when the correct answer is shown. (Some even wonder how the computer knows what their name is!) Make a Circus, by comparison, may seem fairly difficult but it is surprising how quickly even very young children learn to use it.

TROUBLE SHOOTING

Loading Problems

If the disc won't load check:

That you have a 40 track disc for 40 track drives or an 80 track disc for 80 track drives. If your drive is switchable, is it set correctly? (Note: 40 track discs are despatched unless 80 track are specifically requested. 80 track discs are labelled 80 track.)

If you are using a Master 128, is it configured to DFS? If not type *DISC, press RETURN and then !BOOT the disc. Do not try to run the program using the CONVERT program provided with the Master.

Is your equipment all switched on and connected properly?

If the disc still doesn't work try it, if possible, on another computer and disc drive. (Disc drives need a service now and then.)

If you still have no luck you can either telephone for advice or simply return the disc for replacement. Please make a note of any screen messages etc. so that we can try to identify the problem.

It may be that you have a non standard DFS which is the cause of the problem. If this is the case we will be happy to give a refund.

Back Ups
Sorry, but you won't be able to make one. The disc is protected to enable us to run our very popular approval system. Don't worry, all our discs come with a 3 year guarantee.

Corrupted Discs
If your disc corrupts in any way up to three years after purchase, return it together with a blank unformatted disc and we will send a replacement.